

Status for user:

Final cleaning after the event

ASBESTOS

ART SPACE

The final cleaning at the end of the event includes many aspects, which are detailed below. The condition must be returned at the end of the event in the same condition as it was at the time of handover. Upon handing over the key, the Asbestos collective will check the final cleaning and wall repairs. Asbestos ry charges a fine of 100 euros for the user of the facility for incomplete final cleaning.

The final cleaning of the room includes:

- kitchen cleaning, note. also cleaning the refrigerator if it becomes dirty during the event
 - toilet cleaning, note. only a pink cloth is used to wipe the toilet bowl!
- Other rags are for wiping other surfaces. The kitchen has its own rag, which is just and for kitchen surfaces only.
- removal of rubbish
 - collection of rubbish in front of the holding
 - floor mopping, carpet vacuuming
 - wall repair

Holes and other modifications to the walls must be made as gently as possible. When dismantling exhibitions, nails or other similar suspension mechanisms are removed from the walls. The holes are filled with a filler which is applied to the hole with a spatula. After the filler has dried, the surface should be sanded smooth with sandpaper. Wipe the smoothed surface clean with a damp cloth and allow to dry. Finally, the place is painted on the wall with a suitable paint found in the toilet. If there are other paint cans in the toilet, then care must be taken to look for the paint can with the words "seinien maalaukseen" written on it. The walls of the Asbestos Art Space are of a certain shade, which is why care must be taken to ensure that the patches are painted in the correct shade.

If something has broken in the space during the event, the user of the space must notify the Asbestos collective. Replacement of damaged goods is the responsibility of the user of the space.

The user of the space may not leave any additional furniture in the space at the end of the event, unless otherwise agreed.